DOOM II: Hell on Earth
ADDENDUM

Welcome to DOOM II.™ Before playing, you'll need to read the DOOM II manual and this addendum which contains information for playing in Multiplayer mode, as well as technical support and troubleshooting instructions. You may also want to refer to the README file in your DOOM II directory for additional information on starting and playing DOOM II.

SYSTEM REQUIREMENTS

DOOM II requires an IBM compatible computer with a minimum of a 386 processor with 4 megs of RAM, a VGA graphics card, and a hard disk drive. A Sound Blaster Pro™ or 100% compatible sound card is recommended. A network that uses the IPX protocol is required for network gameplay. A modem that can be set to 9600 baud is required for modem gameplay.

DOOM II is developed to run (properly) on a 486 or better with 8 megs of RAM. If you have less than the intended design requirements you may experience moments in the game where the animation "stutters."

To improve DOOM II's speed on your system you can reduce the screen size, use Low Detail, or run DOOM II with no memory managers or unnecessary TSR's. Please refer to your manual and this addendum for further details.

If you have the CD version of DOOM II, we suggest that you install it to your hard disk drive before playing. Speed problems on marginal systems increase when running DOOM II directly from your CD.

INSTALLING DOOM II FROM 3.5" DISKS

DOOM II is too large to run from a floppy disk, so before playing you must first install DOOM II to your hard disk drive. To install DOOM II, follow these steps:

1. Make a back up copy of your original disks.

2. Put disk #1 in your floppy drive and select the appropriate drive by typing A: or B:, then press the <ENTER> key.

3. Type `INSTALL` at the prompt and press the <ENTER> key.

4. Follow the prompts to create a directory for DOOM II and install it on your hard drive. The default directory is C:\DOOM2.

5. After installation, DOOM II automatically runs a Setup program. Follow the prompts to customize DOOM II to your specific system. Please refer to your hardware manual for information regarding your system.

6. To play DOOM II, select "Save Settings and Run DOOM II" from the Setup program.

7. If DOOM II is configured properly, to run it go to the directory in which you have installed DOOM II (the default is C:\DOOM2), type DOOM2, and press the <ENTER> key. If you have just finished installation and setup you are automatically in this directory.

INSTALLING DOOM II FROM YOUR CD

1. Put your DOOM II CD in your CD drive. From the DOS command-line go to the appropriate drive. The most common drive for your CD is D:.

2. Type `INSTALL` and press <ENTER>.

3. Follow the prompts to create a directory for DOOM II and install DOOM II to your hard disk drive. The default directory is C: \DOOM2.

4. After installation, DOOM II automatically runs a Setup program. Follow the prompts to customize DOOM II to your specific system. Please refer to your hardware manual for information regarding your system.

5. To play DOOM II, select "Save Settings and Run DOOM II" from the Setup program.

6. If DOOM II is configured properly, to run it go to the directory in which you have installed DOOM II (the default is C: \DOOM2), type `DOOM2` and press the <ENTER> key. If you have just finished installation and setup you are automatically in this directory.

RUNNING DOOM II DIRECTLY FROM THE CD

1. Go to the DOOM II subdirectory on your CD by typing `D:` <ENTER> `CD \DOOM2D` from the DOS command line.

2. Next, run DOOM II's Setup program by typing `SETUP` and pressing the <ENTER> key. Follow the prompts to customize DOOM II to your specific system. Please refer to your hardware manual for information regarding your system.

3. To play DOOM II, select "Save Settings and Run DOOM II" from the Setup program.

4. Once DOOM II is configured properly for your system, to run DOOM II go to the DOOM2CD directory, type `DOOM2CD` and press the <ENTER> key.

NOTE: When you play DOOM II from your CD it creates a subdirectory on your hard disk drive called DOOMDATA. This subdirectory holds the configuration file that tells DOOM II the proper settings for your system. It also holds all of your save game files.

DOOM: Episode One is not designed to run from the CD. To install DOOM to your hard disk drive please refer to the instructions below.

1. Put your DOOM II CD in your CD drive. From the DOS command-line go to the appropriate drive. The most common drive for your CD is D:.

2. Go to the DOOM1CD subdirectory. Type `INSTALL` and press the <ENTER> key.

3. Follow the prompts to create a directory for DOOM and install DOOM to your hard drive. The default directory is C:\DOOM.

4. After installation, DOOM automatically runs a Setup program. Follow the prompts to customize DOOM to your system. Please refer to your hardware manual for information regarding your system.

5. To play DOOM, select "Save Settings and Run DOOM" from the Setup program.

6. If DOOM is configured properly, to run it go to the directory in which you have installed DOOM, type DOOM, and press <ENTER>. If you have just finished installation and setup you are automatically in this directory.

MULTIPLAYER ADDENDUM

GETTING STARTED

NUMBER OF PLAYERS: A maximum of four people can play multiplayer DOOM II on a network. A maximum of two players can play multiplayer DOOM II via modem or null-modem.

VERY IMPORTANT: The SETUP program lets you select from a list of modems. If yours is not in the list, edit the MODEM.EFG file.

MULTIPLE GAMES ON THE NET: To play a multiplayer game over your network while another group is also playing the multiplayer game, you'll need to change your network port address from the SETUP application. The port address tells your server where to send information that is sent over the network. Network addresses range from 1-64000. You should refer to the person in charge of your network for possible port addresses.

MULTIPLAYER INSTRUCTIONS

Many of the rules for playing DOOM II change for the multiplayer game. Read the following information carefully before you begin to play DOOM II in multiplayer mode.

MENUS: When you activate the Options menu or submenus, the game KEEPS RUNNING so that other players can continue with the action. So it is best to find a safe place before adjusting screen sizes or sound volumes.

UNPAUSE: A player may Pause the game by pressing the PAUSE key, but any other player can Unpause the game by pressing the PAUSE key again. Make sure it's OK with your buddies before taking a breather.

SAVE: When you save a multiplayer game, DOOM II saves the game on every player's system in the slot you select, writing over whatever was there. Before saving the game, players should agree on a safe savegame slot.

LOAD: You cannot load a saved game while playing a multiplayer game. To load a game everyone must quit from the current game and restart the game from the saved game. To start a game from a saved game, you can either select it from the SETUP program or identify it as a command line parameter.

WEAPONS: When a player runs over a weapon, he picks it up, but the weapon remains in the game for other players to take. Note: Shotguns dropped by former human sergeants are removed from the game after being picked up or smashed. Note: In ALTDEATH, weapons you pick up will disappear but will reappear later during the game.

DEATH: If you die and restart in the level, previously taken items and destroyed monsters DON'T reappear. Even though you've died, other players have survived. We didn't want to undo all of their fine destruction by reviving every monster in the area. This also means the level will eventually run dry of monsters and ammunition. You can avoid this by selecting the Nightmare skill level-monsters that will respawn after they've been smacked down. You can also use the command line parameter "-respawn" to force DOOM II to revive destroyed monsters in any difficulty level. Refer to the README file for further details regarding command line parameters.

TELEPORTERS: When a player enters a teleporter, anything that is standing on his or her destination teleporter will be destroyed. This is called telefragging. This humiliating form of death is second in shame only to being bludgeoned by your opponents knuckles. It can be avoided by getting off the teleporter as quickly as possible.

UNIFORM COLORS: In net games, each player's uniform is a different color. The color of your character is the color behind your face on the status bar. The colors are BROWN, INDIGO (black), GREEN, and RED.

CHAT MODE: In a multiplayer game you can communicate with other players in the Chat mode. To enter into Chat mode and broadcast a message to all the players, press the letter "T." A cursor will appear in the top left corner of the screen. Type your message and press the <ENTER> key to send it. To broadcast to a specific player, instead of pressing "T" you'll need to press the first letter of the player's color. (B)rown, (I)ndigo, (G)reen, and (R)ed.

CHAT MACROS: In a multiplayer game, you can send your own pre-defined macros (defined in the SETUP program under the menu selection, Run Network/Modem/Serial Game) by initiating Chat mode (as stated above), then holding ALT and pressing the number key that corresponds to the macro you wish to send. For example, if macro #2 is "Eat it and die!," initiate Chat mode by pressing "T," then hold down ALT and press 2.

EXITING A LEVEL: When one player exits a level, all players instantly exit with him, regardless of their position or their status.

COOPERATIVE OR DEATHMATCH MODE

There are two ways to play multiplayer — DeathMatch and Cooperative. In Cooperative mode the players work together. In DeathMatch mode your mission is to kill everything that moves, including your buddies. You can choose which mode you wish to play from the SETUP application. The differences between Cooperative and DeathMatch mode are as follows:

WHERE YOU START: In Cooperative mode each player begins in the same area. In DeathMatch mode the players begin in completely different areas — if you want to see your buddy you'll need to hunt him down. And to make the hunt more interesting, each time you die you'll restart in one of several random locations.

KEYS: In DeathMatch mode the players start each location with the keys necessary for opening any locked door in that area.

STATUS BAR: In DeathMatch mode the ARMS section on the status bar is replaced with FRAG, indicating the number of times you've killed your opponents.

AUTOMAP: In Cooperative mode the Automap works the same way it does in single-player mode. Each player is represented by a different color arrow. In DeathMatch mode you won't receive the pleasure of seeing your opponents on the map. Just like the monsters, your friends could be just around the corner, and you won't know until you face them.

SPY MODE: If you're playing in Cooperative mode, press F12 to toggle through the other players' viewpoint(s). Press any other key to return to your view. You still retain your own status bar at the bottom, and if your view reddens from pain it is YOU, not your partner, who has been hit.

COOPERATIVE OR DEATHMATCH MODE: When playing DeathMatch you may think it is preferable to kill yourself rather than having your opponent kill you and gain a frag. Think again! DOOM II takes a frag from your total when you take the easy way out.

Tip: Don't get too close to your opponent when shooting him with a missile launcher.

INTERMISSION SCREENS: In both Cooperative and DeathMatch modes the intermission screen tallies your achievements. In Cooperative mode the intermission screen lists the achievements for all players in the game. In DeathMatch mode the intermission provides a death count on everyone, letting you know who killed whom.

DEATHMATCH MODE GAMEPLAY NOTES

The rules for completing or winning a DeathMatch game have intentionally been left general. Any player can exit an area and force all the players to move to the next area. Also, there is no limit on how many kills are required to declare a player the winner. We decided to leave this up to you.

RUNNING DOOM FROM THE COMMAND LINE

Much of the information you give to DOOM II through the SETUP program can be provided by passing program parameters to the appropriate device driver on the command line. For details on running DOOM II from the command line refer to the README.EXE file in your DOOM II directory.

TROUBLE SHOOTING ADDENDUM

If you require technical assistance to run DOOM II, call GT Interactive Software's Technical Support line at (212) 951-3126. If possible, be near your computer when calling for technical support. Please have information regarding your system setup and configuration available.

IMPORTANT: Before changing your system or software setup we recommend that you review your system manuals to ensure that your modifications will not endanger any existing information or hardware on your system or network. Modifying your system or your software setup can be dangerous, and we cannot help you with any resulting problems.

When DOOM II runs, I get an "Insufficient Memory" error or DOOM II just doesn't run.

You don't have enough free RAM to run DOOM II. This usually happens with 4Mb RAM machines—you need about 3.5Mb of free RAM to run DOOM II. If you have DOS 6 or later, boot your system and hold the left-shift key as the "Starting MS-DOS..." message appears. This will bare-boot your system and you must change to the DOOM II directory and run DOOM II. Your best bet is to make a CONFIG.SYS menu for a custom DOOM II boot—see page 97 in your MS-DOS 6 User's Manual. If you have DOS 5.0 or earlier, you must create a bare-boot disk.
Note: Do not use memory managers like EMM386, QEMM, etc. Do not use disk caching programs like SMARTDRV, etc.

I get a "WRITE ERROR" while DOOM II is decompressing.

If you are using a disk compression program such as STACKER™ or DOUBLESPACE™ it may be incorrectly estimating your remaining disk space. The easiest solution is to make more room on your hard disk drive by deleting some programs which are no longer needed.

The Windows™ SETUP program runs after installation.

DOOM II did not install to your hard drive, probably due to insufficient disk space. See above answer for a solution.

My Gravis Ultra Sound™ sound card doesn't work.

The default IRQ for a GUS is 11. DOOM II doesn't handle IRQ's above 7. Change this with your GUS setup program.

I can't get digital sound from my Sound Blaster™ compatible sound card.

You are experiencing a DMA conflict. You may have a CD-ROM or hard drive on the same DMA channel that you specified in DOOM II's SETUP program. Change the DMA channel of the sound card or offending device.

DOOM II locks up.

You need to turn "Hidden Refresh" off in your CMOS Advanced Chipset settings. If you're using RAMBIOS.SYS, you must remove it from your CONFIG.SYS. Make sure you also turn off Hardware Video Shadowing (also found in CMOS settings.)

I was playing DOOM II and my screen went black, but I can still hear the game playing.

This can be fixed by changing the wait state jumper on your video card from 0 to 1. This will cause no noticeable decrease in your systems performance. Please refer to your video card manual for further details.

DOOM II runs really slow, locks or "pauses" on a fast system.

Some systems have an option in the CMOS setup for switching the speed of the PC from the keyboard. This is the "Turbo Switch" or "Turbo Switching" option. Disable this setting and your problem should be fixed.

I hear static when listening to DOOM II with my Sound Blaster (or compatible) card.

If you have a Sound Blaster, run SBP-MIX (in your SBPRO directory) and turn down Line and Mic volumes to 0. If you have a compatible card refer to your sound card manual for details on lowering your Line volume.

I still hear static, or my sound effects are breaking up.

Disconnect any parallel port devices. (Sound cards, to work with DOOM II, must use IRQ5 or IRQ7, which are used by LPT2 and LPTI — where printers are connected.)

I can't get sound on my ATI™ Stereo FX cart.

Contact ATI for a BIOS upgrade.

DOOM II is too dark to see anything.

On some monitors, DOOM II may be too dark to play. Press F 11 to lighten the screen through five stages of brightness.

Why can't I get music or sound effects?

If you're not hearing sound effects and/or music, DOOM II may have incorrect information regarding your sound card. Run the SETUP program to check if DOOM II has the correct information on your sound card. DOOM II only supports IRQ channels which are 7 or below. Be sure you set your sound card to an IRQ number which is 7 or below. Refer to your sound card manual for details on setting your IRQ channel. This is particularly important for Gravis Ultra Sound users because the standard default for the GUS card is 11.

How can I run I DOOM II under OS/2™?

The ideal DOOM II-OS/2 system is a 486 with at least 8MB of RAM. In order to get DOOM II up and running, first copy a program object to the desktop from the templates folder. For details on this procedure, please refer to your OS/2 Manual. Once you have the program path and optional command line arguments set up for the program object, you will need to edit the DOS session settings. DOOM II will NOT run in a DOS window. *The DOS settings can be found in the README file.*

During startup, the DOOM II startup stops at "looking for player..."

This occurs when you enter a number of players greater than the amount of players actually entering the game. For example, if you only have three players playing, but you tell DOOM II to expect four players, it will wait until the fourth player starts the game. Press ESC to exit and restart the game with the correct number of players.

I'm receiving the error, "IPX NETWORK NOT DETECTED."

DOOM II only supports a network that uses the IPX protocol. If you receive this message, check your network manual to ensure your network uses the IPX protocol.

I've received the message, "CONSISTENCY FAILURE" while running DOOM II.

For DOOM II to run properly as a multiplayer game, all of the machines that are running DOOM II must maintain a nearly identical status of the game during network play. If you receive this message, something has occurred which caused the multiplayer game on one computer to be different from the multiplayer games running on the other systems. If this occurs, all of the players must quit from DOOM II and restart the game.

I've received the message, "DIFFERENT VERSIONS OF DOOM II CANNOT PLAY A NET GAME"

To improve DOOM II, *id* Software updates it when necessary. You cannot play a multiplayer game with someone who is using a different version of DOOM II.

Why can't I get DOOM II to run as a multiplayer game?

If someone else is running DOOM II in Multiplayer mode you may receive a network port conflict. From the SETUP program, change DOOM II to run under a different port. Consult with the person in charge of your network to receive a valid port address.

Why isn't the motion smooth?

If the animation isn't running smoothly on your system you should try reducing the window size and/or play DOOM II in LOW DETAIL mode. Refer to your DOOM II manual for instructions on these options.

Why doesn't my mouse work with DOOM II?

If you renamed or commented-out information in your AUTOEXEC.BAT you may have removed the command which loads your mouse driver. Loading your mouse driver into DOS can be as simple as typing `MOUSE` and pressing <ENTER> at the command prompt.

Why are notes in the music being cut off?

If you have a sound card with an OPL3 FM music synthesizer you may need to adjust your DMX setting. Add the line `SET DMXOPTION=-opl3` to your AUTOEXEC.BAT (capitalization and spaces are important.) This provides stereo music.

DOOM II crashes when I use my Pro Audio Spectrum™ sound card.

If you have a Pro Audio Spectrum sound card you should set your sound card to Sound Blaster emulation mode. Please refer to your sound card manual for details. Then, select Sound Blaster for both music and sound effects in the DOOM II Set up program.

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